

LOADING To load, hold down SHIFT and press RUN/STOP. The program will automatically load and run. When the title page appears, stop the tape deck.

Controls Keyboard or Joystick

Keyboard: A - Up

Z - Down

K - Right

J - Left

Space - Jump

Any other key to stop any movement

Commodore key - Abort

Joystick in port 2

GAME

Jem, the evil wizard, Jem has let it be known that he will free Giz if he rings Big Ben's bell. However the sealed tunnel leading to the bell can only be opened once Giz has collected 30 gold coins. Armed only with the turbo plane, which he can jump into, he must collect the coins whilst avoiding the three choppers, which guard the complex.

Can he do it?

Will Jem keep his promise?
See for yourself!
Options on command screen:
B - Briefing, I - Instructions, G - Play Game.

LOADING To load, hold down SHIFT and press RUN/STOP. The program will automatically load and run.

CONTROLS-use joystick in Port 2

On walking levels, fire to jump

On other levels, fire to cast a spell

RESTORE aborts the game in progress.

Any key to PAUSE, any key to restart.

THE GAME

Guide Imrahil the Kaleandar Prince through the perils of many Arabian nights. On certain nights, he must gather golden jugs, engraved with letters, in the correct order to spell out "ARABIAN". At other times, he rides on rats and flying carpets through Arabia, casting bolts of lightning at his foes. His quest for the princess Amtara is long and difficult - many dangers lurk in the Arabian night! On the INSIDE of the cassette insert is printed "The Tale of the Kaleandar Prince".

THE TALE OF THE KALENDAR PRINCE

An expectant hush settled upon the tribesmen. Scheherazade, most famous story-teller of the Redoubt, stood in the moonlight between the palm trees, and began her tale.

"Long ago, in the city of Baghdad, there lived the Sultan Saladin. Convinced of the faithfulness of women, he swore to put to death each of his wives after the first night. In time his warlike gaze fell upon beautiful Amtara, a princess of the Kaleandar province. His soldiers came silently in the night, and by dawn they and their helpless captive were far away. "The fate of the wives of Saladin was known throughout Arabia, and greatly was he loathed by the people of the land. But such was the awesome might of his armies, that no-one dared to oppose him, even in thought. None that is, save Imrahil, eldest prince of the Kaleandar, who set out on the trail of his beloved sister with vengeance in his heart. His quest began aboard Sinbad's ship, sailing the Red Sea. Despite the many hazards of the long ocean voyage, Imrahil safely came ashore at the delta of the river Ahnial. Aboard a simple raft, he followed the river upstream, until the waters swept him into a great cavern, deep in the bowels of the Earth. Here he fought with the devious genies of Al-Khemiz, too dreadful even to imagine. Escaping from the cavern, on a flying carpet stolen from the blind weaver Almarina, Imrahil fought his way through the sales across the burning desert - to Baghdad! "Podging the guards at the city gates, Imrahil ran along the high walls to the gardens of the Sultan's Palace. He climbed swiftly up the tallest tree in the gardens, and jumped through a window into the palace. He fought past the guards and reached the battlements, where Amtara was being held by the Sultan! Swiftly they leapt together onto the carpet, and rose high above the towers of Baghdad."

TALES OF THE ARABIAN NIGHTS

Side 1

FRONT LINE

Written by Lee (Valentino) Braine

TALES OF THE ARABIAN NIGHTS

Written by Ian Gray

BIG BEN

Written by Janko Mrcic-Flogel

Side 2

BIGTOP BARNEY

Written by Jason Benham

WHERE'S MY BONES

Written by Lee (Valentino) Braine

CAVERNS OF SILLAH

Written by Andrew Challis

The boxes above have been provided to allow you to make a note of the position of each game on the cassette using your tape counter. We have not provided these figures as counters vary from one cassette unit to another.

Special
Limited Edition

CBM 64

THE CAVERNS OF SILLAH

LOADING

To Load, hold down SHIFT and press RUN/STOP.

CONTROLS

Joystick in Port 2

RUN/STOP returns to the title page. F1 Pause Game

F1 To Continue

THE GAME

Guide your ship through the perilous 'Caverns of Sillah' collecting all of your stolen agricultural droids. Avoid the antigravity mines, alien cities, laser bases, robot tanks, antimatter blocks, landslides and floating electron charges. Destroy the Sillah power plant if possible and return to civilization to complete your mission.

THE LEGEND OF THE 'CAVERNS OF SILLAH'

It was chronicled in the ancient books of the 'Torm' tribe of the arrival of strange aliens who would destroy the surface of their planet. Afraid that their race would be destroyed the elders of the tribe began a project which lasted many eons. The 'Torms' built a huge underground world which spanned the whole circumference of their planet. Within these caverns a new more advanced civilization was built with cities and towns, all powered by an immense power plant in the centre. Eventually Humans discovered the planet. The planet was ideal for farming so a group of farmers settled and began to farm the land. The farmers used agricultural robots which manipulated the land so that maximum crop productions was achieved. This method destroyed the land as prophesied by the 'Torms'.

As a last attempt to save their planet the 'Torms' stole the farmers' robots and placed them in protected positions within their caverns. The caverns defences were also activated and antigravity mines launched in the hope that the humans would leave.

The farmers needed the agricultural robots to survive and as the next 'supply ship' was not due for another year, they only one option to live. The farmers converted an agricultural robot sprayer into a ship capable of carrying one person. The sprayer was also fitted with a makeshift mechanism for picking up and carrying up to ten robots. The sprayer also contained plasma guns.

The farmers chose their most bravest and skilled pilot to enter the caverns and retrieve the robots and if possible destroy the 'Torms' power plant.

Two races each intent on destroying the other, the same story of good against bad, but in this case who is the villain, the 'Torms' or the 'Humans'. You take the side of the 'Humans' and take control of the sprayer and enter the depths of the caverns. Will the prophesy of the 'ancient books of Torm' become true or not? Only your skill and dexterity can decide on this.

N.B. Because the robot retrieval mechanism is so primitive, robots can only be picked up from above.

FRONT LINE

To operate this program you will require a Joystick.

LOADING INSTRUCTIONS

TAPE: Hold down SHIFT and press RUN/STOP. The program will automatically load and run.

DISK: Type LOAD "WAR*",8,1

CONTROLS

Guide the tank by a joystick in Port 2. Shells can be fired in the direction the tank is facing, by pressing the firebutton. The shells will only explode when you release the firebutton, so you must control their range carefully or you will under/overshoot your target. Press 'SPACE' to pause the game, and 'SPACE' again to restart.

THE GAME

Date: 23.00 hrs, 23rd February 1944,

Location: Top secret strategical war planning headquarters, somewhere in the south of England...

Agenda: 1). Conventional war operations in the Edward Isles. Notes from classified official recorders file:

Colonel Clive Carruthers rose uneasily and addressed the gathered defence leaders,

"Gentlemen", he said, "we have received news that our special supply dumps on the Edward Isles are in danger of being seized by the enemy. As all of you would I'm sure agree, these have to be recovered as soon as possible from the warzone, or the resulting imbalance of power could be catastrophic. The enemy has gained air superiority in the region by drafting in fast shooting jet fighters, devastating bombers and helicopters equipped with homing missiles. On the ground they have roaming tanks, land mines, gun emplacements and, if the reports are to be believed, slow homing firebombs which spout from holes in the ground and, if not shot quickly, bounce frantically across the island. "Colonel", interrupted an R.A.F. official, "there are no planes, not even experimental, capable of retrieving the supply dumps from such a hostile environment..."

Colonel Carruthers then stopped the official and motioned Brigadier-General Alastair Lethbridge-Stewart to speak.

"Our traditional armoured tanks wouldn't fare too well either, but our latest development, the Death Tank Interceptor, just might. It is equipped with incredibly thick armour plating capable of withstanding several direct hits.

The tank could also repair some of its armour plating and gain extra shell ammunition whenever it recovered one of the supply dumps. Colonel that tank is our only choice!"

The meeting then broke up and within 12 hours a brave soldier was sitting at the controls of the Death Tank Interceptor, ready to do his bit for King and country....

BIGGEST BARNEY

LOADING: Hold down shift and tap RUN/STOP to load game.

Instructions

Barney is the circus clown, and he must perform in four death-defying acts to win the applause of the crowd. The acts range from easy to difficult, and the player may choose any one at the start of a game.

Selection Screen

There are four small pictures in boxes, depicting the four acts available. Using left and right, move Barney into the appropriate box and press "Fire". The act will now start.

Act Number 1 - Easy

Barney must walk 100 metres along a tightrope. Use the fire-button to make Barney somersault over the chimps. He must also jump through blazing hoops of fire - one slip and Barney fires.

Barney can also jump up and collect the occasional money bag for bonus points.

On higher difficulty levels, the money bag is replaced by a golden egg. This is worth more points, but if the bird hatches out, it can knock Barney off the tightrope and there's no safety net!

The number of points awarded depends on how spectacularly Barney jumps.

Act 2 - Okay

Barney must collect ten balloons arranged on a network of platforms, but the circus strongman 'OTTO' does his best to foil Barney. Barney can run left and right, and fall a maximum of one level. He can also go up stairs by standing in front of them, and pressing "Up".

He can also jump straight up onto the next level, but this uses up a lot of stamina and watch out for those spikes!

(Jump up by pressing "down" and then releasing joystick). Barney can also run at double speed if you keep the fire-button pressed down, but again this uses up more stamina. Be careful to avoid the beach-ball used by the mischievous seals.

There is also one special balloon, and if this is collected, you earn double points each time. The sixth special balloon collected would score 1500 points! (Special balloon flashes).

Act 3 - Hard

Barney rides a unicycle over a 100 metre long assault course of wooden platforms. If Barney hits the front of a platform, he falls off. He also loses a life if he jumps, and fails to bounce on a platform. The more bounces per jump, the more points scored. Barney can go underneath the tallest platforms, but watch out for the retracting platforms.

Barney bounces on platforms by landing on top of them. The finishing platform is preceded by a large "Home" sign. Do not miss the platform, as you get only one chance.

Act 4 - Hardest

Barney's acrobatic skills are stretched to the limit as he bounces from

trampoline to trampoline, making sure to avoid the fiery produce of the firetraps.

One of the platforms, CHESTER the lion - cub is locked in a cage. Barney must collect six keys, one after the other, and go to the cage to free CHESTER.

Barney can use the vertical conveyor belts at the sides of the screen, and step off onto a platform.

Above the top platforms, two trapezes swing to and fro. These can be mounted only at the precise moment by moving onto a trapeze and pressing the fire - button. Fall off the trapeze by moving the joystick in the correct direction and pressing the fire - button.

The keys can either be stationary or on one of the conveyor belts. The number of keys already collected is shown by a large key forming at the top right - hand corner of the screen. This flashes when you should go to the cage.

Barney dies if he touches fire, falls to the ground off a conveyor belt or hits the spikes at the top of the screen.

WHERE'S MY BONES ?

(Based on the totally unknown ramblings of Gladys Philpotts)

LOADING INSTRUCTIONS

TAPE: Hold down SHIFT and press RUN / STOP, The program will automatically load and run.

CONTROLS

Movements by joystick in port 2. Fire by pressing firebutton and moving in required direction. Press any key to pause, any key to restart. Hitting 'RESTORE' aborts the game in progress.

THE GAME

This is the haunting tale of a monk slain in his prime, and now locked in a desperate search for his bones so that he may at last rest in peace. There he was, poor Brother Jeffrey, a man content in life to till the land and make wine. Then along came this awful green-faced demon who, bitterly envious of the holy man's happiness, brutally murdered him and scattered his bones deep in the bowels of the earth. Oh woe ! And so ... only by finding his bones and returning them to be decently buried can B.J. be content again. Will you, for the duration of this game become Brother Jeffrey and help him ? In so doing you will earn his eternal gratitude and strike a blow for the power of good over evil. Enter the earth, but watch out ! The demon will watch your every move and place obstacles in your path, such as weird creatures, lightning bolts, moving blocks, huge caverns, cellars, mazes and even the odd graveyard ! Find the courage to continue and you will overcome these

Monks, each with nine shields, hitting any creature will lose a shield. If all shields are lost or you hit any background, you lose a monk. On collecting a bone, you receive a bonus depending on the number of shields remaining and also replenish your shields.